PROCEDURE FOR CONVERTING MODEL 1 DISKS FOR MODEL 3 USAGE
PLEASE READ ALL INSTRUCTIONS BEFORE ATTEMPTING CONVERSION

1. Insert system disk in drive Ø (bottom drive) with write enable notch exposed.
2. Power up computer.
3. Under TRSDOS Ready enter the command **DIR** for directory of files on system disk. You should have a minimum of 110 free granules to complete the conversion. If not you must **COPY**[A] existing user files (listed in directory) onto another disk and then **KILL**[B] the user files on the system disk.
4. Insert game disk in drive 1 (top drive) and under TRSDOS ready enter the command **CONVERT**. TRSDOS will respond with:

   SOURCE DRIVE? Type: **1** [ENTER]

   TRSDOS will respond with:

   DESTINATION DRIVE? Type: **Ø** [ENTER]

   File names on Model 1 disk will be displayed as they are converted.
   When finished TRSDOS will display CONVERSION COMPLETE.
5. You now have a converted Model 3 version of your game program on your system disk. To transfer this game back to your Avalon Hill game disk in Model 3 format do the following:
6. You must now reformat the disk in drive 1 to run on your Model 3. Refer to the procedure section below (procedure C).
7. After formatting your disk in drive 1 enter TRSDOS command **DIR**. Now **COPY** all programs converted from game disk (according to instructions in procedure A.) to disk in drive 1.
8. After all the game programs are copied from the system disk (drive Ø) onto the Model 3 game disk (drive 1), the game may be loaded and executed according to the loading instructions in the rule booklet.

PROCEDURE SECTION: TRSDOS COMMANDS

A. **COPY ƀ FILENAME/EXT: Øƀ: 1**
   ƀ = 1 blank space.
   FILENAME/EXT = Filename (and extension, if present) of file to be copied.
   /EXT = File extension and applies only if already a part of the filename.
   :Ø = Source drive.
   :1 = Destination drive.

B. **KILL ƀ FILENAME/EXT: Ø**
   Same Definitions As Above.

C. **FORMAT ƀ: 1**
   TRSDOS will respond with:
   DISKETTE NAME? You supply name. [ENTER]
   TRSDOS will respond with:
   PASSWORD? [ENTER]

NOTE: Converted Model 3 game disk cannot be booted in drive Ø as with Model 1 disks.

You must enter basic through normal procedures and run "Filename Specified in Loading Instructions."

DISK LOADING INSTRUCTIONS FOR APPLE II, ATARI 400/800 and TRS-80 Model I Basic Programs . . . . Simply boot your disk!

DISK LOADING INSTRUCTIONS FOR TRS-80 EMPIRE OF THE OVER-MIND:

Boot disk, the monitor will display "DOS READY". Type OVERDATA/CIM and press "ENTER" key. The computer will load the data file. When the data file is loaded "DOS READY" will again be displayed. Now type OVERMIND/CMD and press the "ENTER" key. The main program will now load. When the program has loaded the monitor will prompt with "PRESS ANY KEY TO BEGIN". Press any key to begin the game.

DISK LOADING INSTRUCTIONS FOR TRS-80 LORDS OF KARMA:

Boot disk, monitor will display "DOS READY". Type KDATA/CIM and press the "ENTER" key. The computer will load the data file. "DOS READY" will again be displayed on the monitor, now type KARMA/CMD and press the "ENTER" key. When the program is loaded "LORDS OF KARMA" and "PRESS ANY KEY TO BEGIN" will be displayed on the monitor. Press any key, it will take approximately one minute for the computer to set up the program and to begin the game.

SAVING INSTRUCTIONS FOR EMPIRE OF THE OVER-MIND, TRS-80:

Type QUIT. Respond with N to the START AGAIN prompt. Using the Disk DUMP procedure in your TRDOS Owner's Manual. The Starting address is BØØØ. The ending point is EEFF. Mod. I, TYPE: Dump filename/CIM:1 (Start = BØØØ, STOP = EEFF). Mod. III, TYPE: Dump filename/CIM (Start = ØBØØØ, END = ØEEFF).

To load the saved game insert the saved game disk into the drive and type LOAD filename*/CIM. After the saved game has been loaded put the EMPIRE OF THE OVER-MIND disk into the drive and type OVERMIND.

SAVING INSTRUCTIONS FOR EMPIRE OF THE OVER-MIND, APPLE:

Type QUIT. Respond with N to the START AGAIN prompt. Get into Monitor Mode (i.e. CALL 2Ø48). Type BSAVE OVERMIND2, A$8ØØØ,L$1ØØØ.

To reload a saved game, first load the EMPIRE OF THE OVER-MIND disk. Type QUIT as above. Put the saved game disk into the disk drive. Press the CONTROL and C keys. When the APPLESOFT prompt appears type BLOAD OVERMIND2. After it has been loaded type CALL 2Ø48.

SAVING INSTRUCTIONS FOR EMPIRE OF THE OVER-MIND, ATARI:

Place blank formatted disk in disk drive and type SAVE. To reload a saved game first load the OVER-MIND Program. When you are in the Command mode put the saved game disk into the disk drive and type LOAD.

SAVING INSTRUCTIONS FOR LORDS OF KARMA, TRS-80 and ATARI:

See EMPIRE OF THE OVER-MIND saving instructions.

SAVING INSTRUCTIONS FOR LORDS OF KARMA, APPLE:

Type QUIT. Press the CONTROL and C keys. When the APPLESOFT prompt appears type BSAVE filename*,A$8ØØ,L$77FF. The program will be saved to the LORDS OF KARMA DISK.

To load type BRUN filename*. After the program has loaded type CALL-151 then 8ØØG.

*You may use any name for a file except file names already used on the disk.